

IN THE CLAIMS

Please cancel claims 3, 4, 6, 7, 11, 15, 16, 18 and 19, and further amend the claims to read as indicated below.

1. (currently amended) A system, comprising:
a computer system having a graphical user interface (GUI);
a module that provides a plurality of preferred icons for a component of said GUI that are distinct according to a selection property and an enablement property;
a software component executable on said computer system to automatically override a plurality of default icons for said component with said preferred icons; and
a module that presents said preferred icons for display on said GUI in place of said default icons, wherein said component is a checkbox, and
wherein

- (a) when said checkbox is selected and enabled, said checkbox is rendered on said GUI as a square filled with white and a black check inside said square,
- (b) when said checkbox is unselected and enabled, said checkbox is rendered on said GUI as a square filled with white, and
- (c) when said checkbox is unselected and disabled, said checkbox is rendered on said GUI as a square filled with gray.

2. (original) The system according to claim 1, wherein said software component runs during initialization.

3. (canceled)

4. (canceled)

5. (currently amended) The system according to claim-3 1, wherein when said checkbox ~~has a selected property and a disabled property and~~ is selected and disabled, said checkbox is rendered on said GUI as a square filled with gray and a black check inside said square.

6. (canceled)

7. (canceled)

8. (currently amended) A method, comprising:

providing a plurality of preferred icons for a component of a graphical user interface that are distinct according to selection and enablement properties;

automatically overriding a plurality of default icons for said component with said preferred icons;

and

presenting said preferred icons for display on a graphical user interface in place of said default icons,

wherein said component is a checkbox, and

wherein

(a) when said checkbox is selected and enabled, said checkbox is rendered on said GUI as a square filled with white and a black check inside said square,

(b) when said checkbox is unselected and enabled, said checkbox is rendered on said GUI as a square filled with white, and

(c) when said checkbox is unselected and disabled, said checkbox is rendered on said GUI as a square filled with gray.

9. (original) The method according to claim 8, wherein said selection property is an indication of user selection of said component.

10. (original) The method according to claim 8, wherein said enablement property is an indication of whether editing of said component is permitted.

11. (canceled)

12. (original) The method according to claim 8, wherein said checkbox is within a second component.

13. (original) The method according to claim 12, wherein said second component is a table.

14. (currently amended) A computer-readable medium comprising computer-executable instructions for performing a method that includes:

providing a plurality of preferred icons for a component of a graphical user interface that are distinct according to selection and enablement properties;

automatically overriding a plurality of default icons for said component with said preferred icons;

and

presenting said preferred icons for display on a graphical user interface (GUI) in place of said default icons,

wherein said component is a checkbox, and

wherein

(a) when said checkbox is selected and enabled, said checkbox is rendered on said GUI as a square filled with white and a black check inside said square,

(b) when said checkbox is unselected and enabled, said checkbox is rendered on said GUI as a square filled with white, and

(c) when said checkbox is unselected and disabled, said checkbox is rendered on said GUI as a square filled with gray.

15. (canceled)

16. (canceled)

17. (currently amended) The computer-readable medium according to claim 14, wherein when said checkbox ~~has a selected property and a disabled property and~~ is selected and disabled, said checkbox is rendered on said GUI as a square filled with a medium color and a dark-colored check inside said square.

18. (canceled)

19. (canceled)